

Zombies in our neighborhood – by Joseph Propati

of players: 1 player - Solitaire game

Age group: 10+

Game time: 20+ min

Synopsis:

“Zombies in our neighborhood” is a Solitaire card game using grid movement, dice rolls and resource management. It’s the zombie apocalypse and your neighborhood has been overrun by the living dead. You’re ex-military and you just returned home from the war when you realize the worlds gone to hell in a hand basket. Your family is scattered throughout the neighborhood and you must rescue all of them. Your wife and two kids are holed up in different house throughout the neighborhood and you need to find them and bring them to safety before the zombies get to them!

The game is played in two stages; first you randomly create the neighborhood and then you perform your search, rescue and escape!

Components:

Cards

8 – “Numbered” Neighborhood cards

1 - Inventory card

3 - Reference cards

Dice

7d6 –

- [1] Red – Inventory **HEALTH**
- [1] Blue – Inventory **FOOD**,
- [1] Black – Inventory **AMMO**,
- [1] White – Inventory **MEDIC BAG**
- [1] Green – Neighborhood setup/card resource placement
- [1] Blue – Neighborhood setup/card resource placement
- [1] Red - Neighborhood setup/card resource placement

1d8 – “any color”

Wooden 12mm Meeples

[1] – **Gray** - Player token

[4] – **Green** – Fast Zombie “runner”

[4] – **Red** – Slow Zombies “walkers”

[1] – **Yellow** – Family member

Wooden Cubes

[1] – **Yellow** - Inventory Family member tracking

[2] – **White** - Inventory weapons tracking

[1] – **Blue** - Resource

Victory conditions:

You immediately win the game when you've rescued all "living" family members and move onto the space with the Helicopter on the roof!

If you ever lose all your health, the house you're in gets overrun by 3 or more zombies or all family members get killed by the zombies, you lose the game!

For each family member that is killed by zombies you lose victory points.

Victory points breakdown:

Reach the helicopter at full health with all three family members = 100 VP's total.

- Minus 10 VP's for each Health point below [6] for a max loss of -50 VP's
- Minus 20 VP's for each family member lost for a max loss of -40 VP's

GAME SETUP:

Neighborhood creation

There're [8] cards which make up the neighborhood, these double sided cards have houses, fences and open-space yards. To create the entire neighborhood you'll use two unique random generation process that creates an entirely new neighborhood each time you play. Each neighborhood card has a card number printed in each corner to help with the random generation process. On one side of the card at the top are the numbers "1-3" and on the other side is "4-6". Each card is also segmented into 6 sections with a number printed in each of the six sections.

FIRST method to create the neighborhood: Use this method if you want a completely random generated neighborhood each time.

1. First remove the card with the Helicopter on it and set it aside. Now shuffle the 7 remaining neighborhood cards thoroughly and place this deck off to the side. Take the card with the helicopter on it and place it on the TOP of this deck; this is the new neighborhood deck; don't worry about the facing of the cards because the dice will control this aspect!
2. Draw the top card from the deck and place it in the middle of the table with the group number [1-3] at the top showing face up; this is the **starting neighborhood card**!
3. Roll the blue d6 and flip this card face up so the group number at the top of the card matches the number rolled on the blue die.
4. Draw the next top card from the neighborhood deck and hold it in front of you so it matches the exact orientation of the card you just placed on the table.
5. Now roll 3d6 "blue, red and green".
 - The Blue die represents the group number at the top of the card [1-3] or [4-6].
 - The Green die represents the number space on the card you just drew.
 - The Red die represents the number space on the card on the table.
6. Flip the card face up so the group number matches the number rolled on the blue die.

7. Rotate the card 90 degrees counter-clockwise.
8. Now place this card ON TOP of the last placed card on the table so the number in the section matching the green die sits directly on top of the number in the section matches the RED die.

NOTE: If this is the first card to be placed on top of the helicopter neighborhood card, make sure you don't cover the helicopter and it is freely visible!

9. If a card being placed will end up causing any previous cards to be covered up completely, rotate this card another 90 degrees counter-clockwise before placing it.
10. Repeat steps 4 thru 9 for all neighborhood cards.

Example: You have two neighborhood cards sitting on the table; the bottom card sits straight up and the top card is 90 degrees counter-clockwise to the bottom card. You roll a Blue [3], Red [6] and Green [1]. You draw a neighborhood card and hold it face up in front of you in the same orientation as the top card that sits at 90 degrees with the group number in the same location. You flip this card so the group number matches the blue die. You then place this card ON TOP of the top card on the table so the number space matching the green die sits directly on top of the number space matching the RED die.

SECOND method to create the neighborhood: Use this method if you want a quick and easy setup of your neighborhood.

1. First remove the neighborhood card with the Helicopter on it and set it aside. Now shuffle the 7 remaining neighborhood cards thoroughly making sure to turn over random cards as you shuffle them and then place this deck off to the side. Take the card with the helicopter on it and place it at the bottom of this deck; this is the new neighborhood deck.
2. Draw the top card from the deck and place it in the middle of the table; this is the **starting neighborhood card!**
3. Draw the next top card from the neighborhood deck and rotate it 90 degrees counter-clockwise. Place this card on top of the last placed card so it covers at least [1] sections and at most [4] sections of the card using any portion of the top card. At least one house must be visible on the card being covered!

NOTE: If this is the first card to be placed on top of the helicopter neighborhood card, make sure you don't cover the helicopter and it is freely visible!

4. Repeat step 3. until all 8 cards are placed on the table.

Once you've placed all eight neighborhood cards on the table you've created the entire neighborhood and are ready to setup the components.

Now you need to place the following components within the neighborhood. Scattered around the neighborhood are YOU, family members, a resource, [4] slow zombies "walkers", and [1] fast zombie "runner". You need to randomly place these components around the neighborhood.

1. Start by placing your **player** token, "*the gray meeple*" within any house on the **last placed neighborhood card**.
2. Next, place the first **family** member, "*the yellow meeple*" within a house on one of the eight neighborhood cards. Roll the d8 and find the card with the number in the corner that matches the number rolled. Place the yellow meeple as far from your player token as possible in any available house. You can't start a family member in the same house as you!
3. Now the **resource**, "*the blue cube*". Roll the d8 and find the card with the number in the corner that matches the number rolled. Place the blue cube as far from your player token as possible in any available house. You can't place a resource in the same house as you!
4. Next randomly place the four slow zombies, "*the red meeple*" around the neighborhood. Roll a d8 for each "walker" zombie and place the zombie meeple in any available section on the neighborhood card that matching the number rolled. A zombie can start in the same space as you but only on the outside of the house! Zombies never start inside a house and more than one zombie can start on the outside of the same house.
5. Finally, randomly place the fast zombies, "*the green meeple*" which will be randomly placed around the neighborhood. Roll a d8 for the "fast" zombie and place the zombie meeple in any available section on the neighborhood card that matching the number rolled. A zombie can start in the same space as you but only on the outside of the house! Zombies never start inside a house and more than one zombie can start on the outside of the same house.

NOTE: Zombies DO NOT start inside of a house, only on the outside of a house!

In figure 1 below you can see a completed neighborhood layout with all components setup!



Figure 1

Once you have the neighborhood completed place your inventory card on the table next to the neighborhood layout.

- Place the RED die in the **HEALTH** space with the [6] showing
- Place the BLUE die in the **FOOD** space with the [6] showing
- Place the BLACK die in the **AMMO** space with the [6] showing
- Place the WHITE die in the **MEDIC BAG** space with the [1] showing
- Place the YELLOW cube next to the family member's numbered 1 thru 3.
- Place one WHITE cube on the space for the knife
- Place the other WHITE cube on the space for the Gun

You start the game with a **knife** and a **gun** with 6-ammo.

Place all the dice on the table within easy reach.

The game is now ready to play!



“Zombies in our neighborhood” is played in turns using [5] phases.

1. **Player phase:** during the player phase you can use [2] **actions** to perform the following:
 - Move and attack
 - Attack and move
 - Move twice
 - Attack twice
 - Search a house
2. **Zombie phase:**
 - Zombies move and/or attack
3. **Recovery phase:**
4. **Zombie Spawn phase:**
5. **End of turn**

PLAYER PHASE:

A player has [2] **actions** to perform during their turn, which consist of the follow; move, attack, or search a house!

MOVEMENT – [1] **move action** allows you to; move up to two spaces “no fences in between”, enter a house, or jump over a fence. You can move your player token in any direction: Horizontal, Vertical, and Diagonal!

Move example #1: You’re in a space next to a house and you want to move to the other side house instead of inside the house. You use [1] move action and move into the space with the house, then place your token on the opposite side of the house. You have one more action left.

Move example #2: You’re in a space next to a house and you want to move to the other side house but there is a fence in front of you. You will need [2] move actions; one to jump over the fence and the second action to move anywhere on the outside of the house. Your turn is over.

- It takes [1] move action to jump over a fence but if that is your last action you must stay on top of the fence. You can't jump over a fence and enter a house but you can exit a house and jump over a fence!

Move example #3: You’re in a house and you want to move to the next house space. There is a fence in between the two houses so you will need to take [2] move actions this turn to get to the other house. The first move action gets you over the fence and the second move action gets you to the outside of the house. Your turn is now over.

- It takes [2] move actions to enter a space with a house and then enter the house as long as you didn't just jump over a fence AND you are in an adjacent space! Once you are inside the house you are safe from zombie attacks for now. ***If you ever allow three or more zombies to surround the house you’re in, they will end up breaking in and overrunning the house on the next turn; causing you to lose the game!***

Move example #4: You're in an open space and you want to move into a house that is two open spaces away. This is possible with two actions since you would be running through two spaces "without any fences in between" to get to the house space and the second action to get you inside the house.

- It takes [2] move action to sneak past one or two zombie. "detailed in Sneak movement"
- If you don't have one action to make it over the fence, you must stop before the fence.
- You can move into a space occupied by a zombie but you must immediately stop. If you have another action available you can only use it to attack the zombie.

NOTE: Once you are in a space with one or more zombies, you can't leave the space until all zombies are destroyed OR you sneak away "from inside a house only"!

- You can't move **through** a space that is occupied by one or more zombies unless you use **Sneak movement**.

Sneak movement – You can perform two sneak type movements which takes [2] **sneak actions** each "a full turn" against one or two zombies while you are inside a house or up to two zombies in a space.

- To sneak past one or two zombies while you are inside a **house** and the zombies are on the outside of the same house, you must roll a d6.
 1. On a 1, 2 or 3 you succeed in your attempt and can move to any adjacent space even with a fence in between.
 2. On a 4, 5, or 6 you fail and all the zombies in the space attack you. Roll a d6 and on 1-3 only one zombie attacks you for 1 point of damage. On 4-6 both zombies attack you for 2 points of damage.
- To sneak past up to two zombies that are in a space adjacent to you with no fence in between, roll a d6.
 1. On a 1, 2, or 3 you succeed in your attempt and sneak past the zombie and into any adjacent space "no fences in between" next to the zombies.
 1. On a 4, 5, or 6 you fail in your attempt, place your player token in the space with the zombie(s) and your turn is over; you are immediately attacked; roll a d6 and on 1-3 only one zombie attacks you for 1 point of damage. On 4-6 both zombies attack you for 2 points of damage.

ATTACK – If you want to perform an ATTACK action you must either have a none-ammo weapon "a bat or knife" or a weapon that takes ammo "a gun or shotgun" with at least one ammo available.

- **A Knife** – It takes [1] **attack action** to make an attack with a knife. You must be in the same space as the zombie or zombies and the hit is automatic, which destroys a slow zombie. You can't attack a zombie that is outside a house when you are inside the house. It takes [2] attack actions to destroy one fast zombie with a knife.
- **A Bat** - It takes [1] **attack action** to attack with a bat. You must be in the same space as the zombie or zombies and the hit is automatic, which destroys either a slow or fast zombie. Each time you use the bat there is a possibility that the bat will break; roll a d6 and on a 6 the bat breaks and is removed from your inventory!

- **A Gun** – It takes [1] **attack action** to attack with a gun. A gun can only destroy one zombie at a time. To attack with a gun you must first have at least 1 in your ammo supply. You can attack a zombie in the same space or in an adjacent space. A zombie in the same space is destroyed automatically and uses one-ammo. If you want to attack a zombie in an adjacent space you must roll a 1-4 on a d6 with a 5 or 6 being a miss! You can shoot a zombie that is directly outside the house you are inside and you can shoot a zombie on the other side of a fence! You can shoot in any direction; Horizontal, Vertical, and Diagonal.
- **A Shotgun** – It takes [1] **attack action** to attack with a shotgun. You can destroy up to two zombies in the space you occupy with one shot or one in an adjacent space. To attack with a shotgun you must first have at least 1 in your ammo supply. You can attack up to two zombies in the same space “fast or slow” or one in an adjacent space “fast or slow”. Up to one or two zombies in the same space are automatically destroyed. If you attack a zombie in an adjacent space you must roll a 1-5 on a d6 with a 6 being a miss! You can shoot a zombie that is directly outside the house you are inside and you can shoot a zombie on the other side of a fence! You can shoot in any direction; Horizontal, Vertical, and Diagonal.

You can **NEVER** have a gun and a shotgun at the same time, if you find a new weapon and want to keep it; you must discard the other weapon. Once you run out of ammo your weapon is removed from your inventory. When you find a new weapon you must roll to see how much ammo comes with it; ignore a roll of 1 or 2!

NOTE: It takes one hit to destroy a SLOW zombie and two hits to destroy a FAST zombie with any weapon other than a shotgun.

SEARCH – it takes [2] **search actions** to perform a SEARCH action in a house. You can only search when inside a house. Roll a d6:

1. You find a **gun**! Roll a d6 to see how much ammo comes with the gun; a roll of 1 = 2! If you already have a gun then your ammo is resupplied to 6!
2. You find a **medic bag**; you can carry up to 6 medic bags!
3. You find **food**! If you already have some food your food is resupplied to 6.
4. **You don't find anything; the house is empty!**
5. You find a **Bat**! *If you already have a Bat in your inventory ignores this roll and adds a full food supply instead!*
6. You find a **Shotgun**! Roll a d6 to see how much ammo comes with the shotgun; a roll of 1 = 2! If you already have a shotgun then your ammo is resupplied to 6!

You can search any house over and over but only as long as you've exited the house and searched another house before you return to the previously searched house! You always have the choice of NOT taking the weapon you find and keeping what you have!

HOUSE WITH A BLUE RESOURCE CUBE – When you enter a house that has a blue resource cube you've found valuable resources! You have the option to pick any one of the available supplies of your choice: Gun, Shotgun, Bat, food, or Medic Bag! Remove the blue cube and place it on the table next to the neighborhood. The item you choose will be fully stocked to max [6] with the above item rules still applying! It's a FREE action to restock your inventory with the new resource.

FOOD USAGE – Every turn you use [1] food resource and must keep track of this usage on your inventory card by adjusting the d6 at the end of the Player Phase. If you run out of food you start taking 1 point of damage to your health every turn; if your health goes below one you lose! If you don't find any food you can always move into a house and heal one point of health during the Recovery Phase.

HOUSE WITH A FAMILY MEMBER – When you enter a house that has a yellow family meeple you've rescued one of your family members! Remove the yellow cube and place it on the table next to the neighborhood. Update your inventory card to show the new number representing the family members you've rescued so far by placing the cube onto of that family member number. If zombies are on the outside of a house that has a family member in it you must destroy the zombies before you can enter the house! If three or more zombies surround the house your family member is in, they overrun the house and kill the family member. You lose 20 VP's for each family member killed.

ZOMBIE PHASE:

During the zombie phase you will be controlling the zombies! You will move and/or attack with each zombie in the neighborhood. Zombies will always move in a direction toward your player token "YOU" or a family member "**whichever is closer**" but only in a Horizontal and Vertical direction; they can't move Diagonal!

Movement – Slow zombies can only move [1] space and fast zombies can move [2] spaces. Zombies can't move into houses, they move around the outside of a house space. If the space they are moving into has a fence in between them, it takes a slow zombie two turns to get over the fence; place the red zombie meeple on top of the fence image. It takes a fast zombie its full turn to get over a fence and move into the next space. Zombies will always take a bee-line route to you or a family member so they never try to avoid obstacles.

- **YOU:** If you've moved during the turn, zombies will always move toward you first before a family member. If you didn't move this turn or finished your turn in a house, zombies will move toward the closest opponent "you or the family member". Gauge whose meeple is closer to the zombie and move that zombie toward that meeple first.

Attack – If a zombie or zombies end up in the same space as your player token (unless you are inside a house) during the Zombie Phase, you automatically take [1] point of damage to your health from each attacking zombie!

NOTE: If you ever allow three or more zombies to surround the house you or a family member is in, they will end up breaking in and overrunning the house; over power you and causing you to lose the game OR cause the family member to be killed!

RECOVERY PHASE:

During the recovery phase if you have a Medic Bag you can use it to bring your health to its max [6]. If you don't have a medic bag but are safe in a house, you can heal 1 health but never beyond the max of six.

ZOMBIE SPAWN PHASE:

After the Recovery phase you might have some extra zombies sitting outside the neighborhood that were destroyed during the player phase. When a zombie is destroyed, it will re-spawn back into the game during the zombie spawn phase. Roll a d8 for each zombie and place it back into the neighborhood based on the dice results. Place the zombies, "fast or slow" in any available section on the neighborhood card that matching the number rolled always referencing the 1 thru 6 sections on the card. A zombie can start in the same space as you but only on the outside of the house, never in the same open space! Zombies never start inside a house and more than one zombie can start on the same house or open space.

END OF TURN:

Make sure you've updated all your inventory stats such as health, food, and ammo. Plus make sure you've re-spawned any zombies that were destroyed during this turn. Now it's time to respawn the Resource cube and any new family members. First, go ahead and roll a d8 for a new Resource location in the neighborhood. The number rolled on the d8 will match the corresponding neighborhood card. Place the resource cube inside any house shown on the card. If a family member needs to be respawned roll a d8 for the location in the neighborhood. The d8 number rolled will match the corresponding neighborhood card. The family member must only be placed inside a house. This turn is now over and the Player Phase starts again!

FOR A MORE CHALLENGING GAME:

If you find the game is either too easy or too hard you can change the level of play by doing the following:

- You can remove the food resource and avoid having to track it or having it affect your health.
- Replace a slow zombie with a fast zombie! For each slow zombie you replace with a fast zombie it creates a much harder game!
- Replace the fast zombie with a slow zombie! You can also remove zombies from the game to make the game easier!